

WHAT IS CLAIMED IS:

- 1 1. A method for utilizing vectors in a video game, comprising:
2 computing a plurality of vectors along one or more graphical paths, each of
3 the one or more graphical paths associated with a player character; and
4 displaying the plurality of vectors along the one or more graphical paths.
- 1 2. The method of claim 1, wherein the plurality of vectors are a plurality of net
2 resultant force vectors.
- 1 3. The method of claim 1, wherein computing further comprises computing the
2 plurality of vectors based upon phenomenological laws.
- 1 4. The method of claim 1, wherein the computing further comprises computing
2 the plurality of vectors based upon physical laws of nature.
- 1 5. The method of claim 1, wherein the computing further comprises computing
2 the plurality of vectors in real time.
- 1 6. The method of claim 1, wherein the displaying further comprises displaying
2 the plurality of vectors along the one or more graphical paths as a plurality of
3 colored vectors, a color of a vector of the plurality of vectors indicating a character
4 state.
- 1 7. The method of claim 1, further comprising
2 retrieving previous graphical path data associated with a previous run; and
3 displaying the previous graphical path data as a string of vectors.
- 1 8. The method of claim 7, further comprising
2 determining a color for a vector of the string of vectors based upon an
3 elapsed time of a current video game session and an elapsed time associated with
4 the vector of the string of vectors.

- 1 9. The method of claim 8, wherein the determining further comprises selecting
2 a first color for the vector if the elapsed time associated with the vector is greater
3 than the elapsed time of the current video game session.
- 1 10. The method of claim 8, wherein the determining further comprises selecting
2 a color for the vector based upon a character state associated with the vector if the
3 elapsed time associated with the vector is less than or equal to the elapsed time of
4 the current video game session.
- 1 11. The method of claim 10, wherein the character state associated with the
2 vector is an “on the ground” state.
- 1 12. The method of claim 10, wherein the character state associated with the
2 vector is an “airborne” state.
- 1 13. The method of claim 10, wherein the character state associated with the
2 vector is a “crashed” state.
- 1 14. The method of claim 7, wherein the previous run is a “best time” run.
- 1 15. The method of claim 7, wherein the previous run is a run selected from one
2 or more previous runs.
- 1 16. The method of claim 1, further comprising storing the plurality of vectors
2 along the one or more graphical paths to a data cache.
- 1 17. The method of claim 1, further comprising using the plurality of vectors to
2 debug the video game.

1 18. An electronic-readable medium having embodied thereon a program, the
2 program being executable by a machine to perform a method for utilizing vectors
3 in a video game, the method comprising:

4 computing a plurality of resultant force vectors in real time along one or
5 more graphical paths, each of the one or more graphical paths associated with a
6 player character; and

7 displaying the plurality of resultant force vectors along the one or more
8 graphical paths.

1 19. The electronic-readable medium of claim 18, wherein the displaying further
2 comprises displaying the plurality of resultant force vectors in real time along the
3 one or more graphical paths as a plurality of colored resultant force vectors, a
4 color of a resultant force vector of the plurality of resultant force vectors indicating
5 a character state.

1 20. The electronic-readable medium of claim 18, further comprising
2 retrieving previous graphical path data associated with a previous run; and
3 displaying the previous graphical path data as a string of resultant force
4 vectors.

1 21. The electronic-readable medium of claim 20, further comprising determining
2 a color for a resultant force vector of the string of resultant force vectors based
3 upon an elapsed time of a current video game session and an elapsed time
4 associated with the resultant force vector of the string of resultant force vectors.

1 22. The electronic-readable medium of claim 21, wherein the determining
2 further comprises selecting a first color for the resultant force vector if the elapsed
3 time associated with the resultant force vector is greater than the elapsed time of
4 the current video game session.

1 23. The electronic-readable medium of claim 21, wherein the determining
2 further comprises selecting a color for the resultant force vector based upon a
3 character state associated with the resultant force vector if the elapsed time
4 associated with the resultant force vector is less than or equal to the elapsed time
5 of the current video game session.

1 24. The electronic-readable medium of claim 20, wherein the previous run is a
2 "best time" run.

1 25. The electronic-readable medium of claim 18, further comprising storing the
2 plurality of resultant force vectors to a data cache.

1 26. An electronic entertainment system for utilizing vectors in a video game,
2 comprising:

3 a data cache configured to store graphical path data associated with a
4 current video game session and one or more previous video game sessions;

5 a processor configured to compute a plurality of force vectors associated
6 with one or more graphical paths, each of the one or more graphical paths
7 associated with a player character; and

8 a display device configured to display the plurality of force vectors.

1 27. The electronic entertainment system of claim 26, wherein the graphical path
2 data includes the plurality of force vectors.

1 28. The electronic entertainment system of claim 26, wherein the processor is
2 further configured to compute a color of a force vector from the plurality of force
3 vectors, the color of the vector from the plurality of force vectors indicating a
4 character state.

1 29. The electronic entertainment system of claim 26, wherein the processor is
2 further configured to retrieve the graphical path data associated with one of the
3 one or more previous game sessions and to generate a string of force vectors.

1 30. The electronic entertainment system of claim 29, wherein the processor is
2 further configured to determine a color of a force vector of the string of force
3 vectors based upon an elapsed time of the current video game session and an
4 elapsed time associated with the force vector.

1 31. The electronic entertainment system of claim 29, wherein the processor is
2 further configured to determine a color of a force vector of the string of force
3 vectors based upon a character state associated with the force vector.

1 32. The electronic entertainment system of claim 26, further comprising a
2 memory card configured to store the graphical path data.

1 33. The electronic entertainment system of claim 26, wherein the processor is
2 further configured to generate and store graphical path data of the current video
3 game session in the data cache.

1 34. The electronic entertainment system of claim 27, wherein the processor is
2 further configured to store graphical path data of the current video game session
3 as "best time" run graphical path data if a total elapsed time of the current video
4 game session is less than total elapsed times associated with the one or more
5 previous video game sessions.

1 35. A system for utilizing vectors in a video game session, comprising:
2 means for computing a plurality of vectors along one or more graphical
3 paths, each of the one or more graphical paths associated with a player character;
4 and
5 means for displaying the plurality of vectors along the one or more graphical
6 paths.